

Nintendo ENTERTAINMENT SYSTEM

COMPLIANCE WITH FCC RULES PART 15.247

This device complies with Part 15.247 of the FCC Rules, which authorize the use of this device in homes and businesses. This device must not be used in a way that causes interference with other electronic equipment. If you find that this device does cause interference, you may need to take one or more of the following measures: Reorient or relocate the receiving antenna. Increase the separation between the equipment and the receiver. Consult the dealer or a qualified technician for assistance. The user is cautioned that changes or modifications to this device may void the user's authority to operate the equipment.

SNK CORPORATION OF AMERICA
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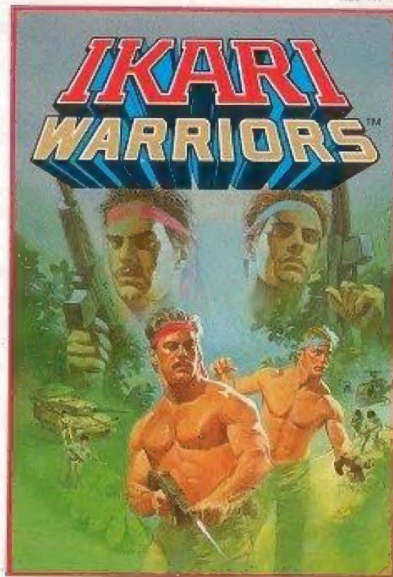
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EmuMovies

NES-IW-USA

INSTRUCTION MANUAL



Nintendo ENTERTAINMENT SYSTEM

THIS GAME IS
LICENSED BY NINTENDO
FOR PLAY ON THE



NINTENDO AND NINTENDO
ENTERTAINMENT SYSTEM
ARE TRADEMARKS OF
NINTENDO OF AMERICA INC.

WARNING

- As the cassette is a precision device, keep away from heavy shock and do not use under extreme temperature conditions.
- Do not touch the terminals and avoid water exposure, which might cause problems.
- Do not clean with thinner, benzine or alcohol.
- Always turn the power off before inserting or removing the cassette from the Nintendo Entertainment System.

Thank you for buying IKARI WARRIORS. Before playing, please read this booklet carefully to learn exactly how to play.

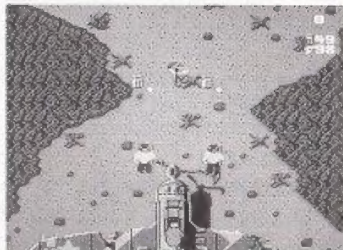
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Nintendo ENTERTAINMENT SYSTEM

THE STORY

Paul and Vince are warriors with secret orders to invade an enemy nation. Working together as a team, they must fight for survival against a relentless onslaught of enemies!



THE CONTROLLER

Control Button

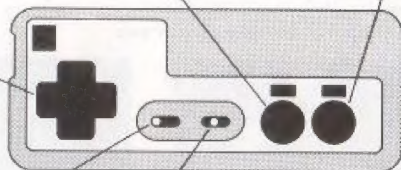
Use this control to maneuver warriors, and for direction of firing machine guns and throwing grenades.

B Button

Use for firing machine guns.

A Button

Use for throwing grenades.



Selector button

Use this button to make your selection of 1 player or 2 players.

Start Button

Use this button to start the game. This button also includes Pause function.

Note

Status of bullet and grenade supply is indicated on the right and left upper screen.

HOW TO CONTROL TANKS

Use the tanks to fight whenever possible. They will protect you from being hit.

The tanks can and will be destroyed by grenades, missiles, bazookas, landmines, and bomber soldiers; or when your energy is used up as shown on the screen.

The tanks cannot go into the river or sea.

How to get in and out of tanks

When you see a flashing tank, put the warrior on the tank and press **A Button** to get in.

To get out of the tank, press **A Button** and then press **B Button**.

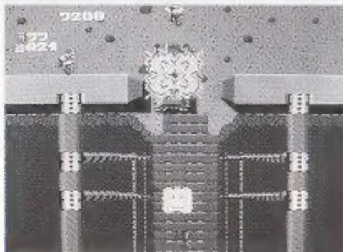
To self-explode the tank, press **B Button** and then press **A Button**.



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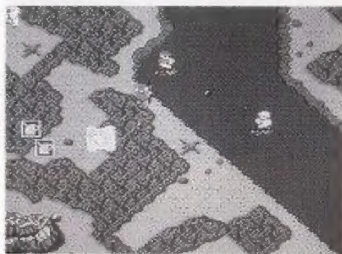
Gun Turret

Fire the gun turret by pressing **B** Button. Use **Control Button** and **A** Button for direction of firing.



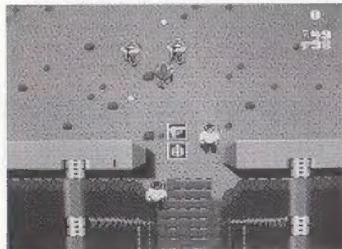
Refueling

Tanks stop moving and explode when energy reaches zero. To keep from exploding, pick up a gas can before reaching zero.

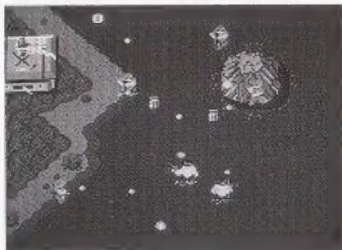


HELPFUL HINTS ON THE BATTLEFIELD

Be careful to avoid running out of bullets, grenades, and tank energy. Pick up supplies early.



In the river or sea, you cannot move as fast. Pay more attention to enemies.

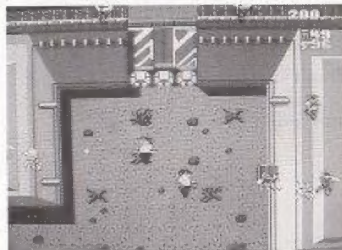


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Use rocks and walls to hide yourself; they will protect you from being attacked. But be careful of grenades.



Don't give up – you can destroy any gate.

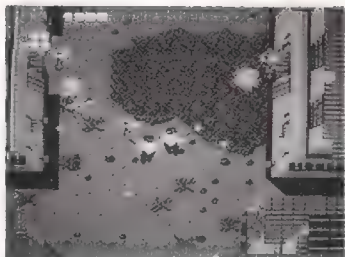


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Watch the movements of enemy soldiers – they are not always the same. Think carefully and go slowly when moving forward.

Teamwork: Enemies will attack oncoming warriors. By advancing one of the warriors, you can bring the enemies out.

Don't stay in one place for too long, or missiles will attack you from unpredictable directions.



POWER-UP ITEMS AND SUPPLIES

Pick up these items whenever possible to increase fighting power.



Bullets



Longer firing range



Speed-up firing



Power-up of grenades



All enemies on screen are destroyed



Grenade supply



Bullet supply



Energy supply for tanks, bullets and grenades

SCORING POINTS

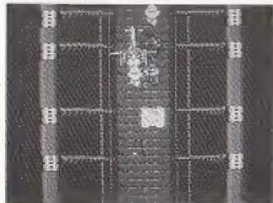
Enemy Soldiers: 100-200 points



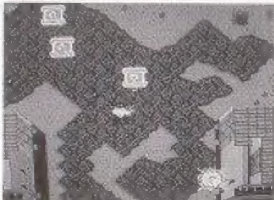
Fortress: 600 points



Helicopter: 600 points

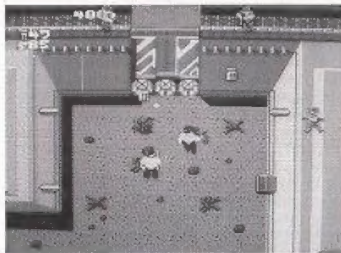


Enemy Tank: 800 points

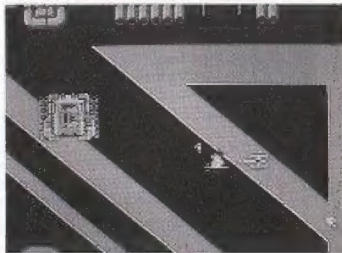


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Gate: 1000 points



Big Tank: 1000 points



COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY

SNK Corp. of America warrants to the original purchaser of this SNK software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This SNK software program is sold "as is," without express or implied warranty of any kind, and SNK is not liable for any losses or damages of any kind resulting from use of this program. SNK agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any SNK software product, postage paid, with proof of date of purchase, at its Factory Service Center.

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